



The Rogue Mage RPG Game Masters Guide

By Faith Hunter

Bella Rosa Books. Hardcover. Condition: New. 206 pages. Dimensions: 11.2in. x 8.8in. x 0.3in. The Rogue Mage Roleplaying Game Players Handbook gave players all they needed to create characters to fight the fallen seraphs and their devil-spawn, adventuring in the world of Faith Hunter's apocalyptic fantasy trilogy: Bloodring, Seraphs, and Host. Now the Rogue Mage RPG Game Masters Guide gives the GM all the dragons, devil-spawn, conjure-casting Dark mages, gun-toting bandits, and branding-iron-wielding religious fanatics he needs to create challenging adventures for the heroes. The 200-page Rogue Mage RPG Game Masters Guide features: -complete writeups of Azazel the Aqua Dragon and Forcas from the Rogue Mage novels, as well as other, new dragons and Dark powers to challenge heroes and seraphs alike. -every monster from the novels: dragonets, devil-spawn, succubi, nightwalkers, daywalkers - plus new menaces to surprise even the best-read of players. -writeups for major and minor seraphs, ravens, flames, cherubs, Cheriour the Angel of Punishment, Raziell the Revealer of Rock, Zadkiel the Chieftain of Michael - allies for the heroes, or adversaries in certain circumstances. -rules for seraph steel, demon iron, seraphic visas, and the use of seraph feathers, bones, and other artifacts in combat and conjuring. -complete stats and...



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